

15-453 FLAC

Lecture 19

Turing Machines and Real Life

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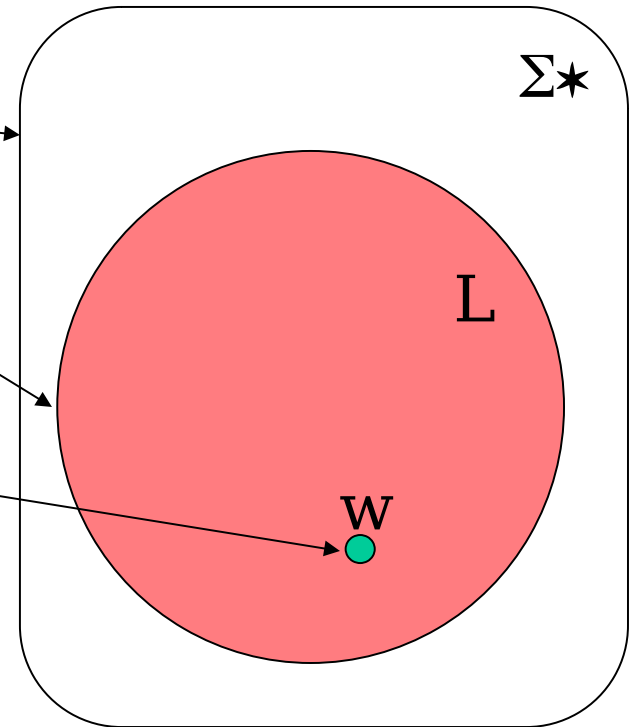
Reductions

Mihai Budiu

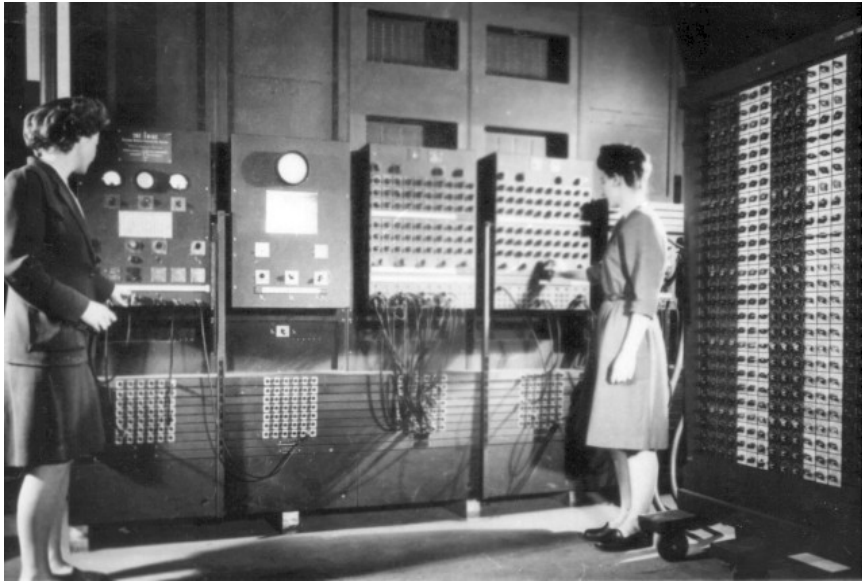
March 3, 2000

A Turing Machine solves one problem

- We must distinguish between
 - The set of all strings
 - A **problem** (e.g. the language to be accepted)
 - A **problem instance** (e.g. a word from the language)
- A TM solves each instance presented as input



First computers: custom computing machines



1950 -- Eniac: the control is hardwired manually for each problem.

Input tape (read only)

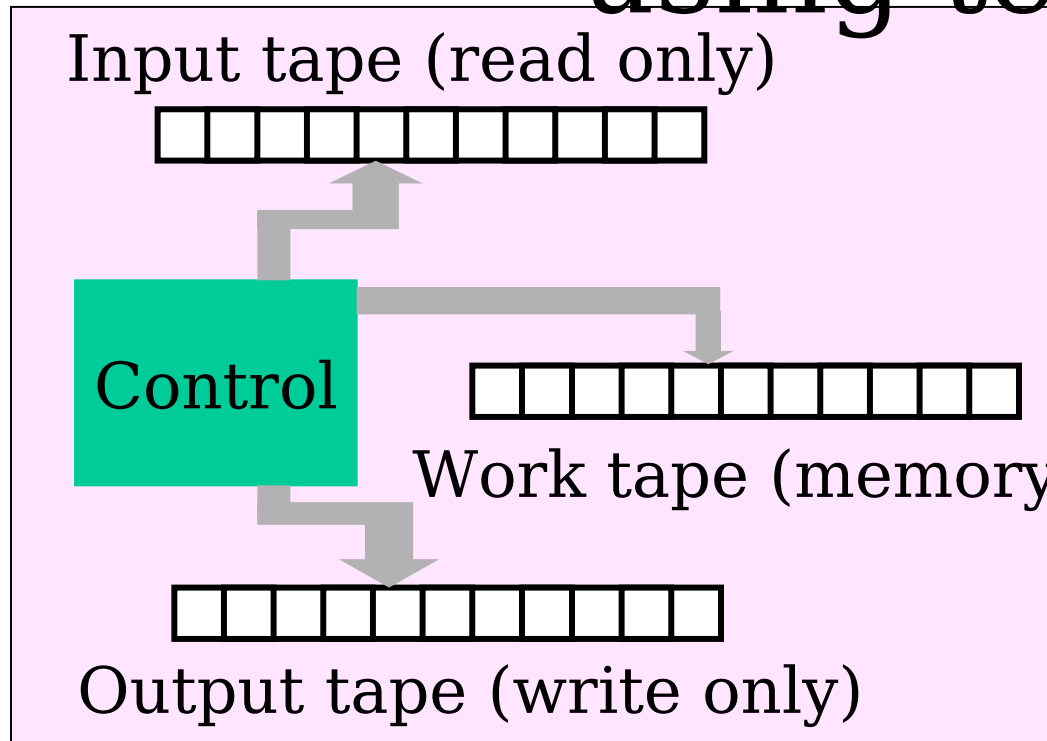


Work tape (memory)



Output tape (write only)

TMs can be described using text



Program

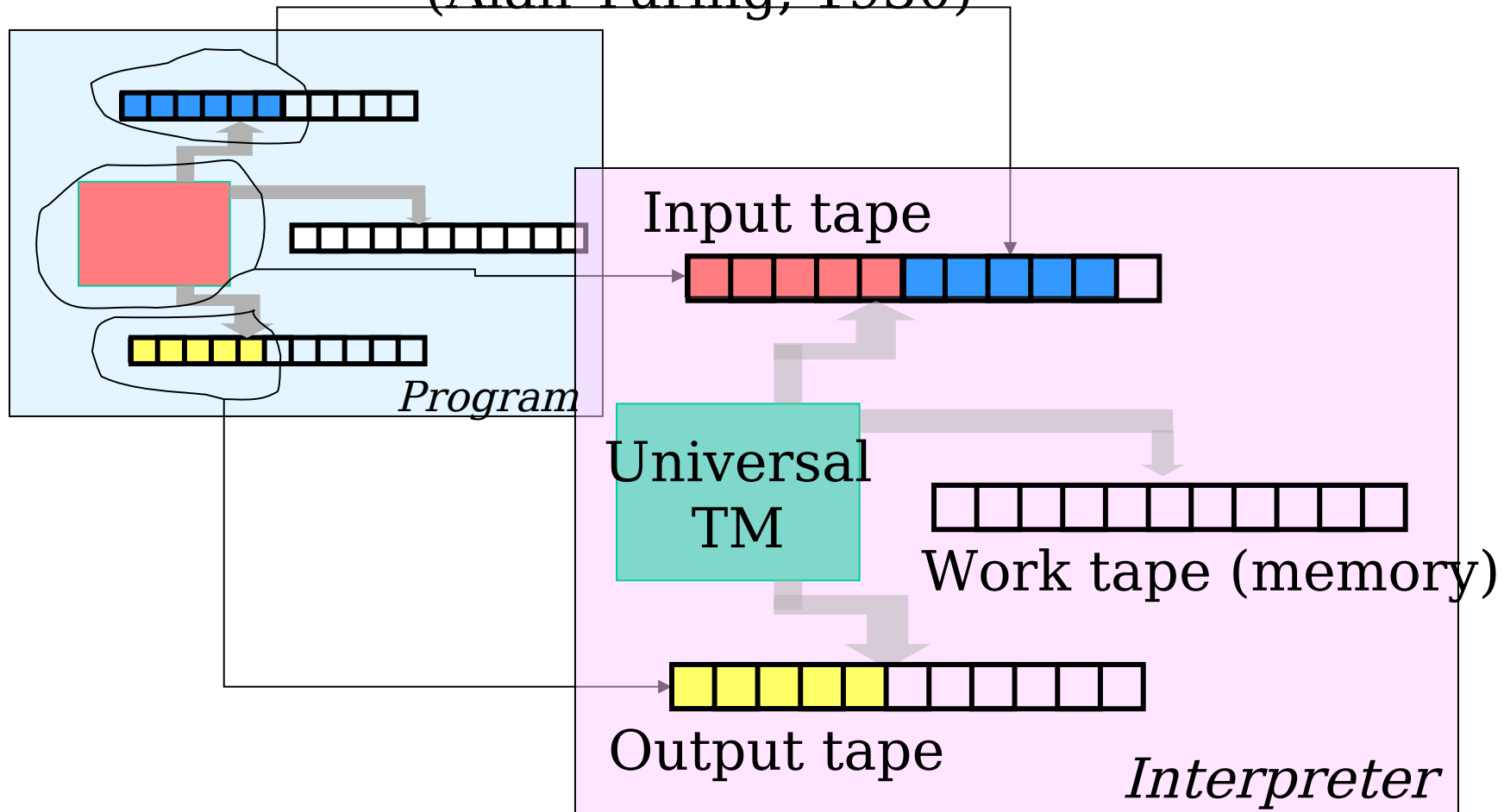
- n states
- s letters for alphabet
- transition function:
 - $d(q_0, a) = (q_1, b, L)$

Consequence:

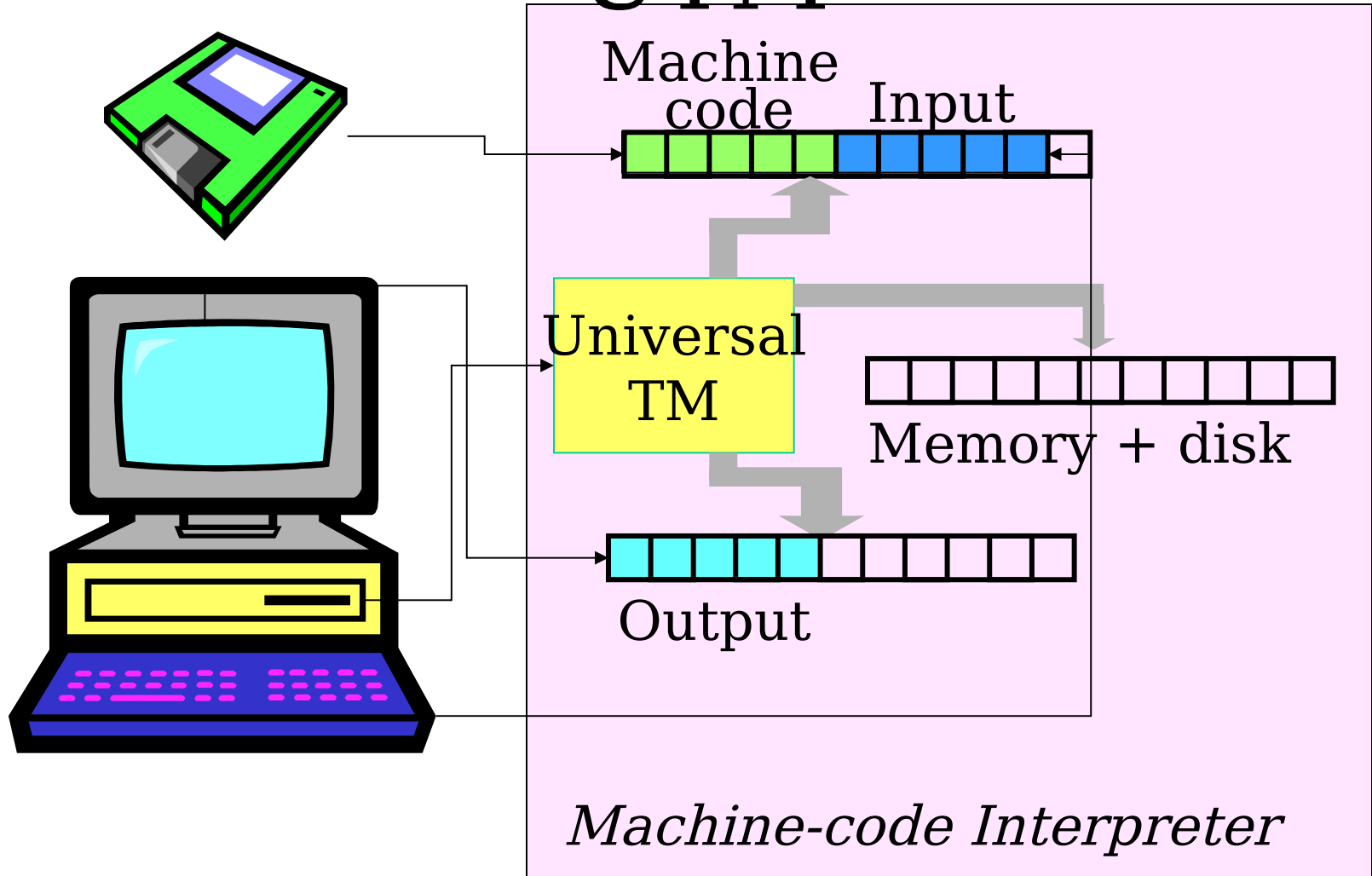
There is a *countable* number of Turing Machines

There is a TM which can simulate any other TM

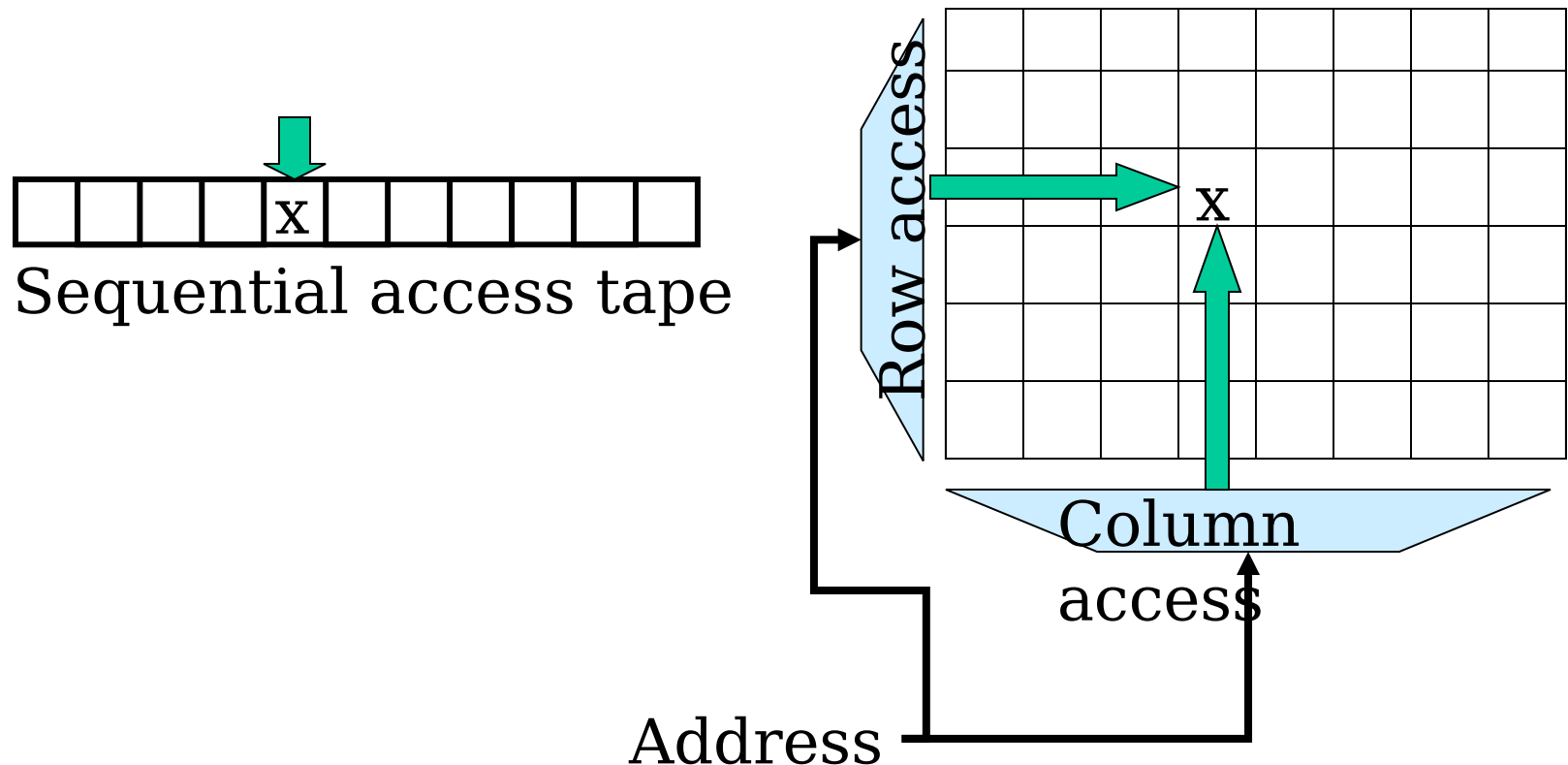
(Alan Turing, 1930)



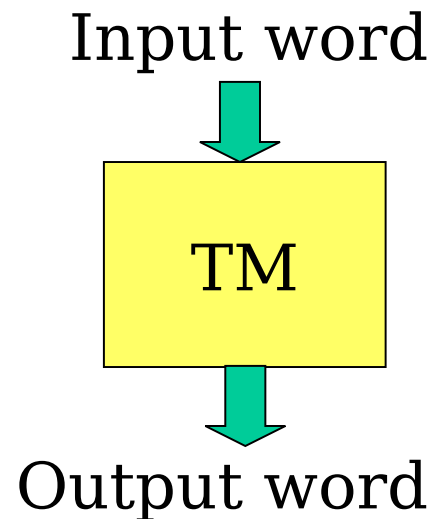
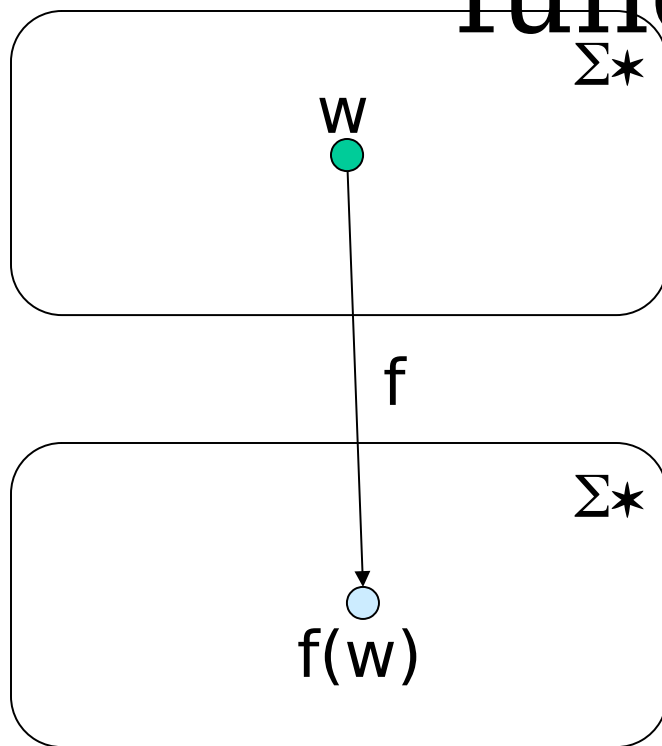
The Digital Computer: a UTM



Random Access Memories



Turing machines as functions

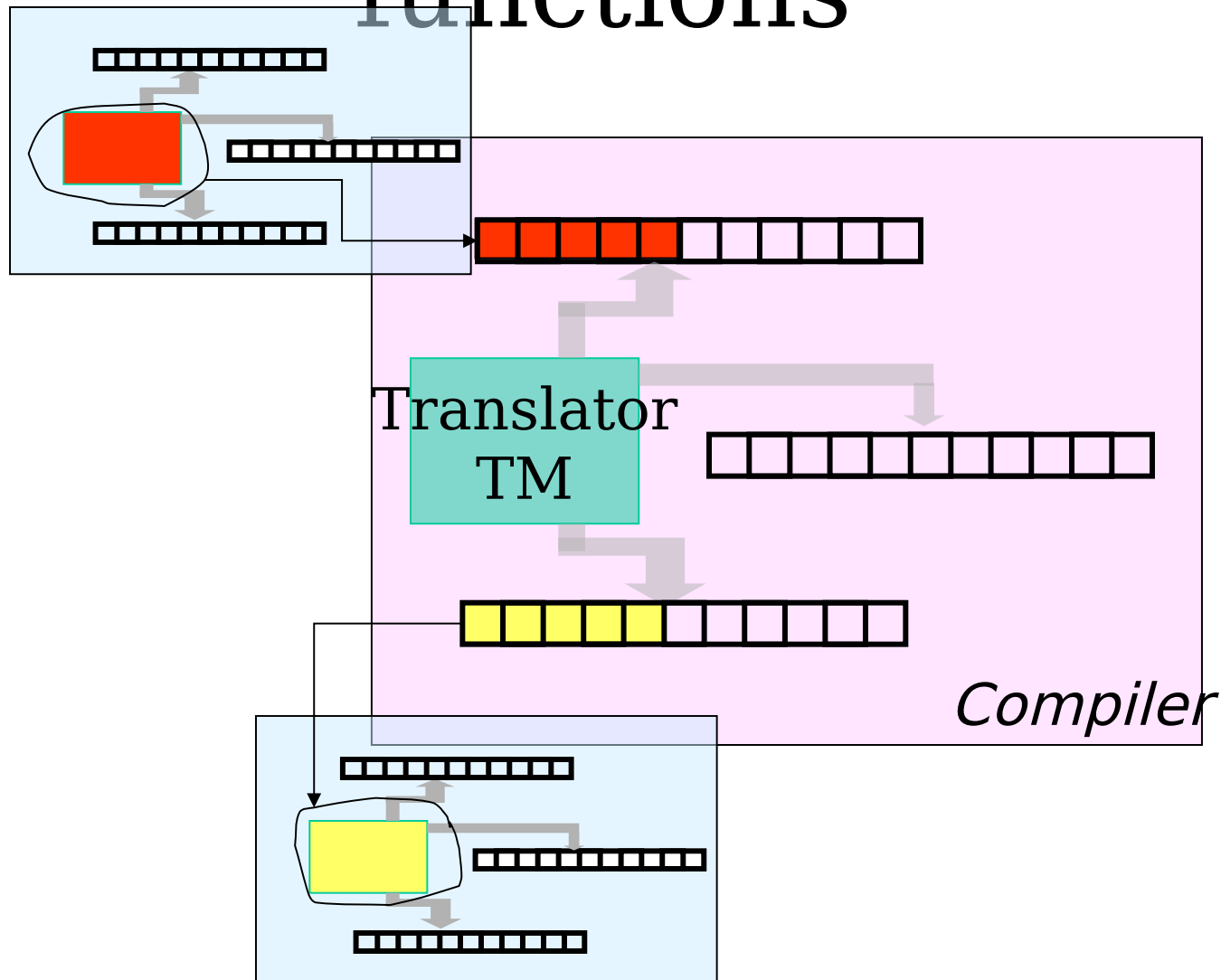


A function f is a *computable function* if a TM with word w as input *halts* with $f(w)$ as output.

Computable functions

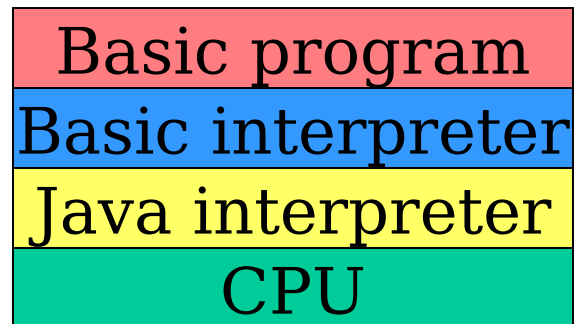
- Many functions encountered in everyday life are computable:
 - Addition : binary strings * binary strings \rightarrow binary strings
 - Sort : sequence of strings \rightarrow sequence of strings
 - Roots : polynomial \rightarrow sequence of integer roots [pg 144]
- A TM which decides a language computes a function from the set of all words to $\{y,n\}$
- There are many uncomputable functions:
 - $|\text{funcs} : \mathbb{N} \rightarrow \mathbb{N}| = \text{uncountable}$
 - $|\text{TMs}| = \text{countable}$

Compilers: computable functions

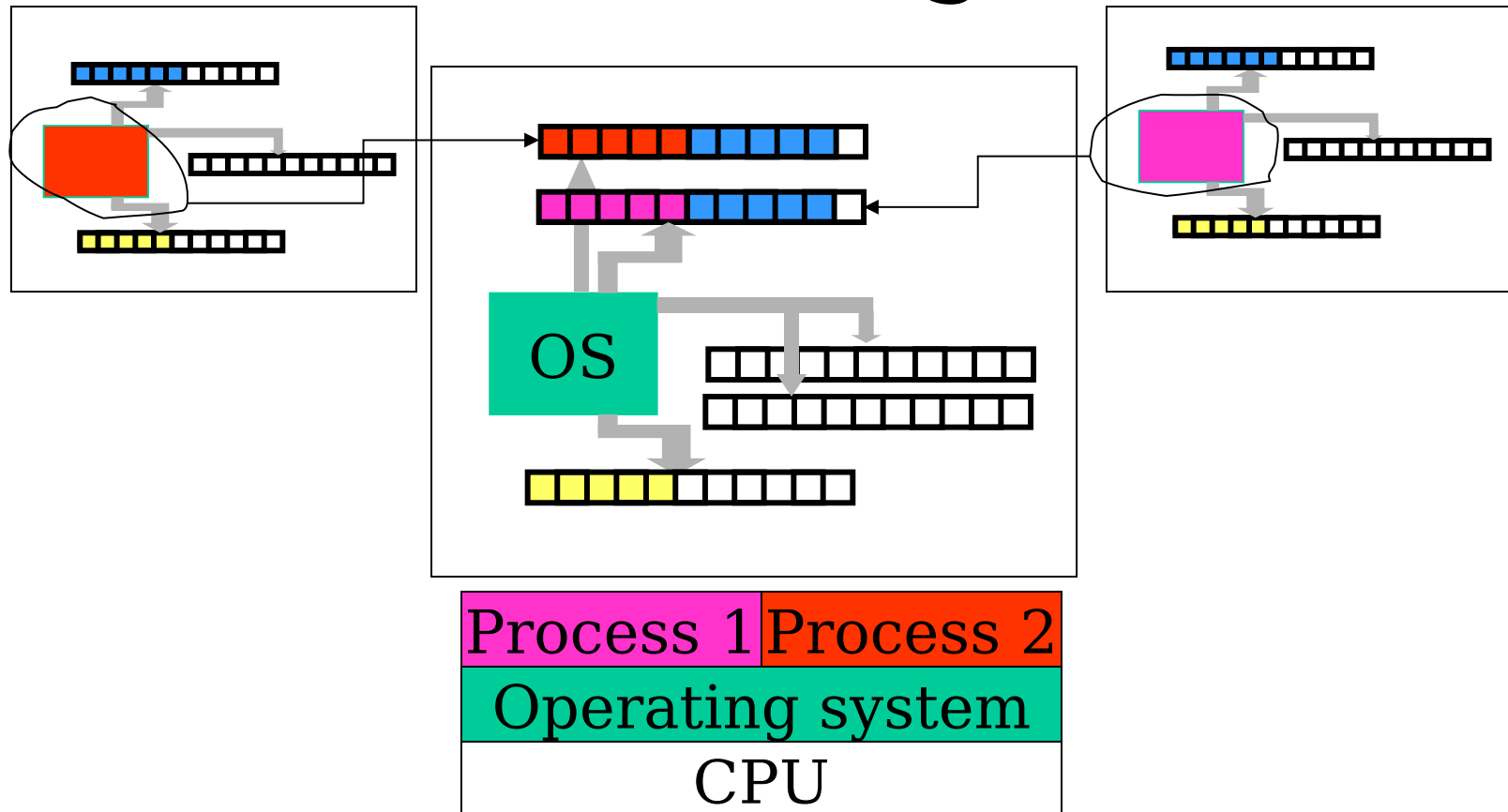


Multiple levels of virtualization

Ex: running a BASIC interpreter written in Java



The operating system: another (multi-tape) universal turing machine

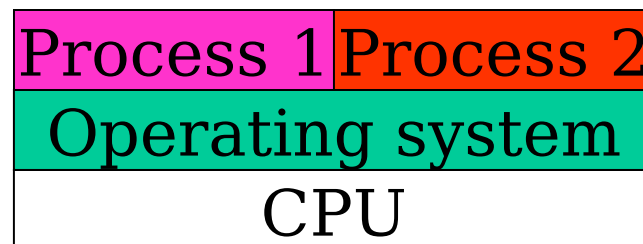


The operating system = dovetailing

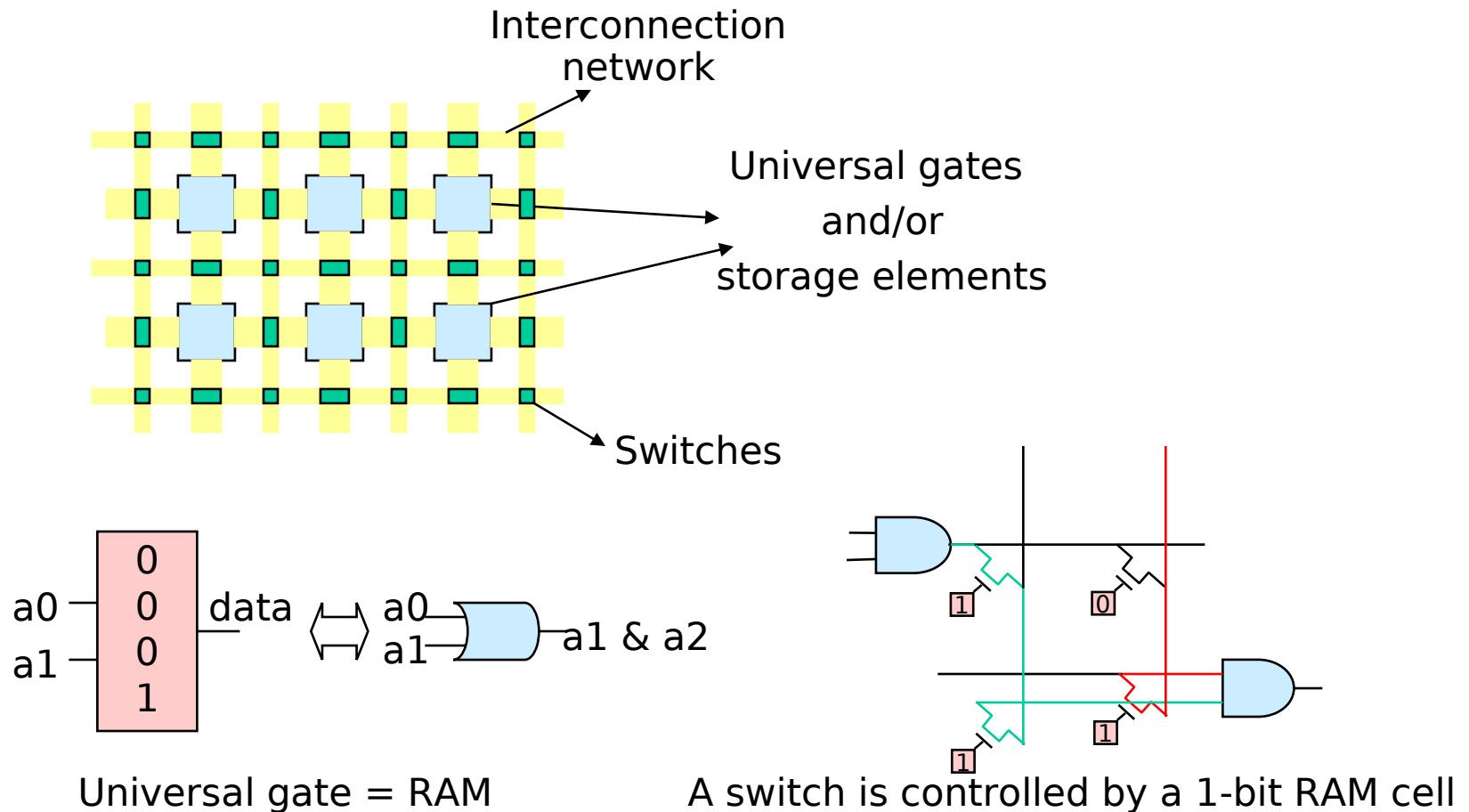
We used this technology in the proof of the last theorem during the last lecture:

Theorem: L is decidable if and only if L and $\sim L$ are recognizable.

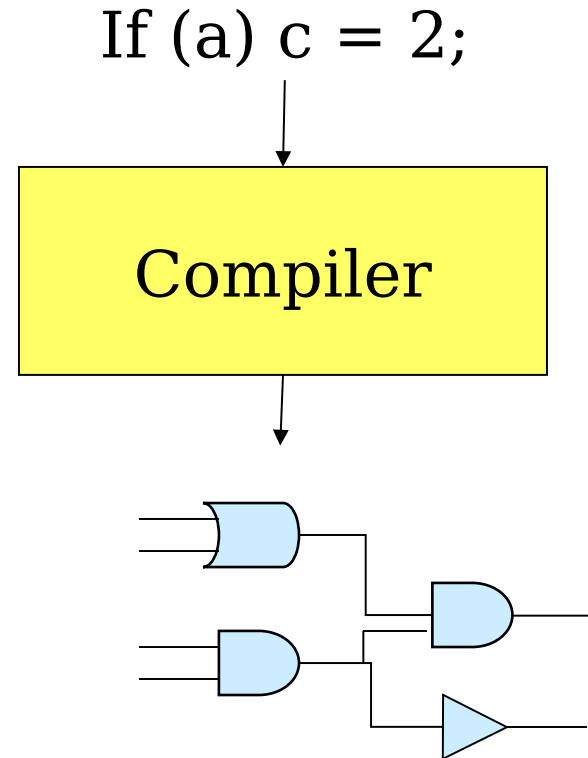
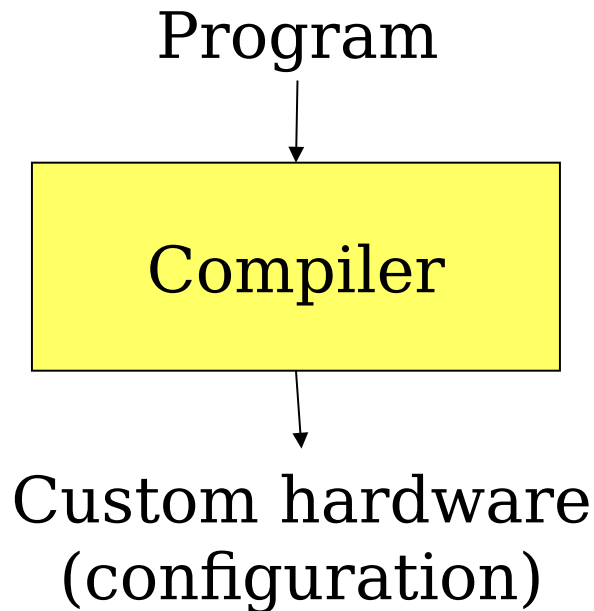
Proof: execute in parallel recognizers for L and $\sim L$ and stop when the first stops.



Reconfigurable Hardware



Reconfigurable hardware



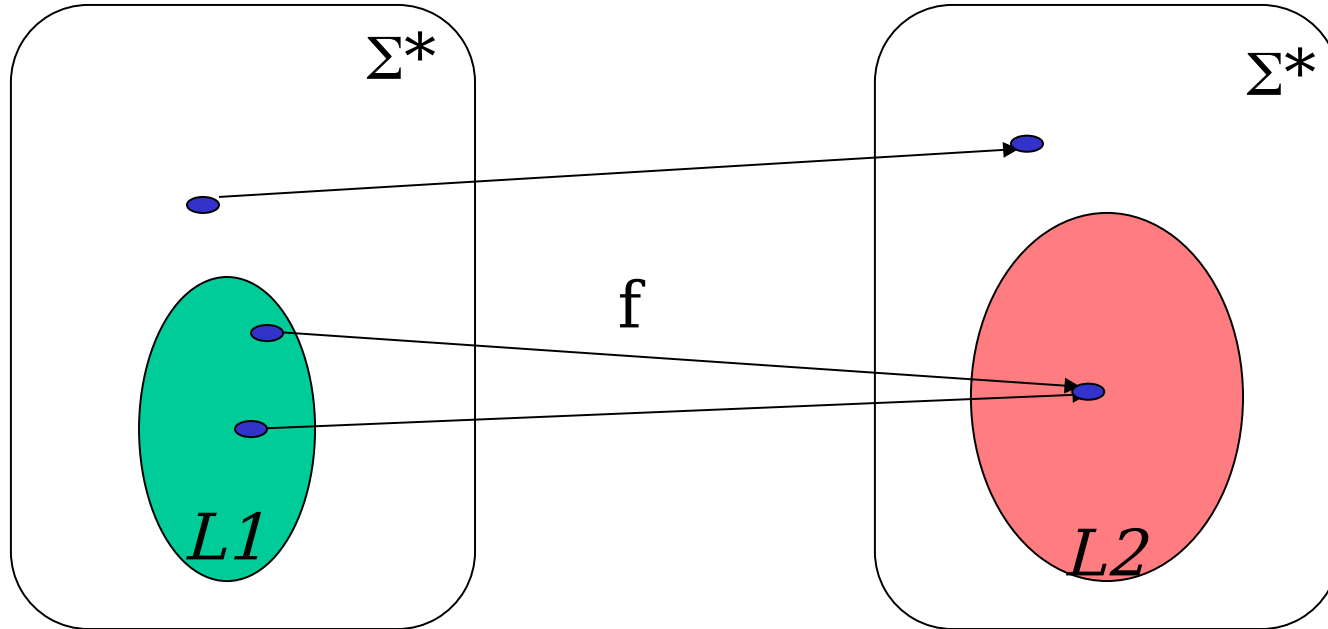
Generate a TM for a specific problem! Back to ENIAC!

Reductions between languages

$f : \Sigma^* \rightarrow \Sigma^*$, **computable**

f reduces $L1$ to $L2$ iff

$w \text{ in } L1 \iff f(w) \text{ in } L2$



f is called **reduction**. We write $L1 \leq_m L2$.

Reductions are useful

Notice that neither $L1$ or $L2$ must be decidable.

Theorem: if $L1 \leq_m L2$ and $L2$ is decidable
then $L1$ is decidable.

Proof: If M decides $L2$ and N computes a reduction f from $L1$ to $L2$, build a TM P which on input w :

- Computes $f(w)$ using N
- Runs M on $f(w)$
- Outputs the result of M .

Using reductions to prove undecidability

- Use the converse of the previous theorem:
if $A \leq_m B$ and A is undecidable, then B is undecidable.
- We have seen two techniques to prove undecidability
 - The “diagonalization” proof
 - Reductions using this theorem.

Undecidability

- We know that most problems are undecidable
- Turing exhibited one **natural** undecidable problem: the Halting Problem (does a TM halt when given an input w ?)
- More than that: many **important** problems are undecidable
- When you face a problem, you should be aware that it may be unsolvable:
 - You can search a solution
 - You can try to prove it has no solution (usu. by reduction)

Some undecidable problems

- Does the TM M accept the word w ?
- Is a mathematical statement true?
- Does a Diophantine equation have any roots?
- Does a TM accept a regular language?
- Does a CFG generate all words in Σ^* ?
- Will a parallel system of processes ever deadlock?
- Is there a smaller TM implementing the same function?
- Are two programs computing the same thing?

Compilers and undecidability

- The HP is about a language describing TMs
- Many other problems concerning TMs are undecidable
- Compilers cannot prove some properties of programs:
 - Does a C program access an array out of bounds?
 - Will ever a print instruction be executed?
 - Can these two pointers point to the same location?
 - Will a LISP program crash with a type error?
 - Can this memory location be garbage collected at some point?
- Compilers behave conservatively

The full-employment theorem for compiler- writers

Theorem: There is no best optimizing compiler for a general-purpose language.

Proof: by reduction to the HP.

Theorem: For any compiler, there's a better one.

Proof: we can always hardcode a program which doesn't terminate.

Research in programming languages

- Contrast the decision problems for **regular** and **context-free** languages with Turing machines.
- Research in programming languages tries to get the best of both worlds:
 - Languages powerful enough to express useful computations
 - But restricted enough to guarantee program properties

Reduction examples

Definition: $FIN = \{ M \mid L(M) \text{ is finite} \}$

Theorem:

FIN is not Turing-recognizable.

$\sim FIN$ is not Turing-recognizable.

Proof: We will show

$\sim HP \leq_m FIN$

$\sim HP \leq_m FIN$

Notice that

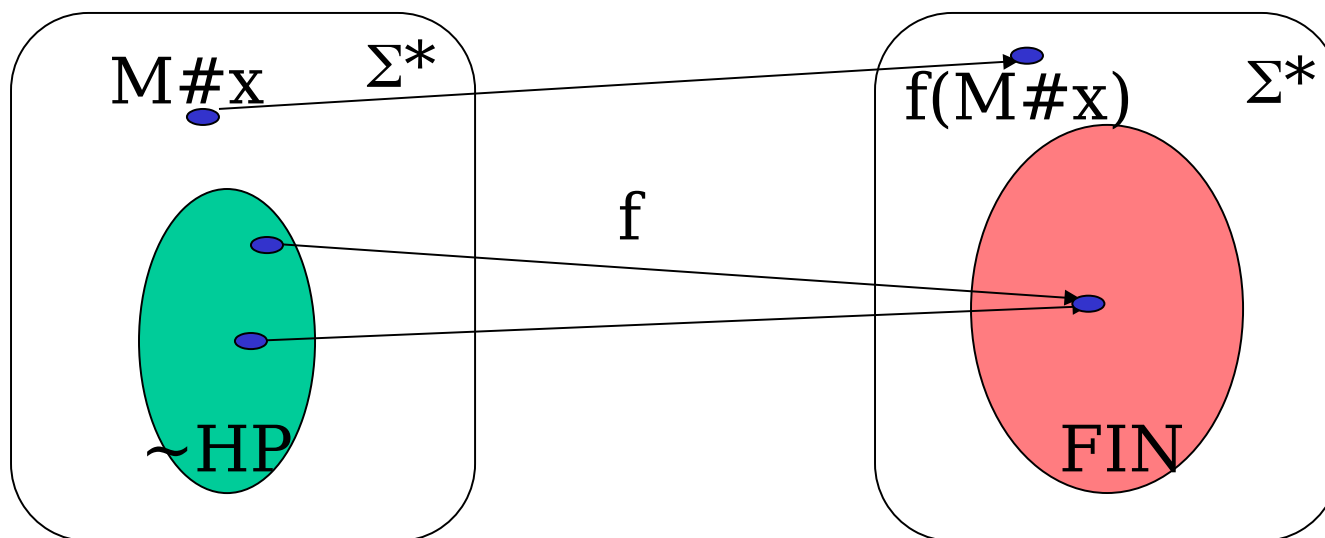
HP is Turing-recognizable

HP is not Turing-decidable

So

$\sim HP$ is not Turing-recognizable.

A reduction from $\sim\text{HP}$ to FIN



$f(M\#x)$ is the description of a TM M' which on input y :

- Erases the input y
- Writes x on the input tape
- Runs M on x
- Accepts if M halts on x

Reducing \sim HP to FIN (end)

$f(M\#x)$ is the description of a TM M' which on input y :

- Erases the input y
- Writes x on the input tape
- Runs M on x
- accepts if M halts on x

Notice that

$M \text{ halts on } x \quad \Leftrightarrow \quad L(M') = \Sigma^*$

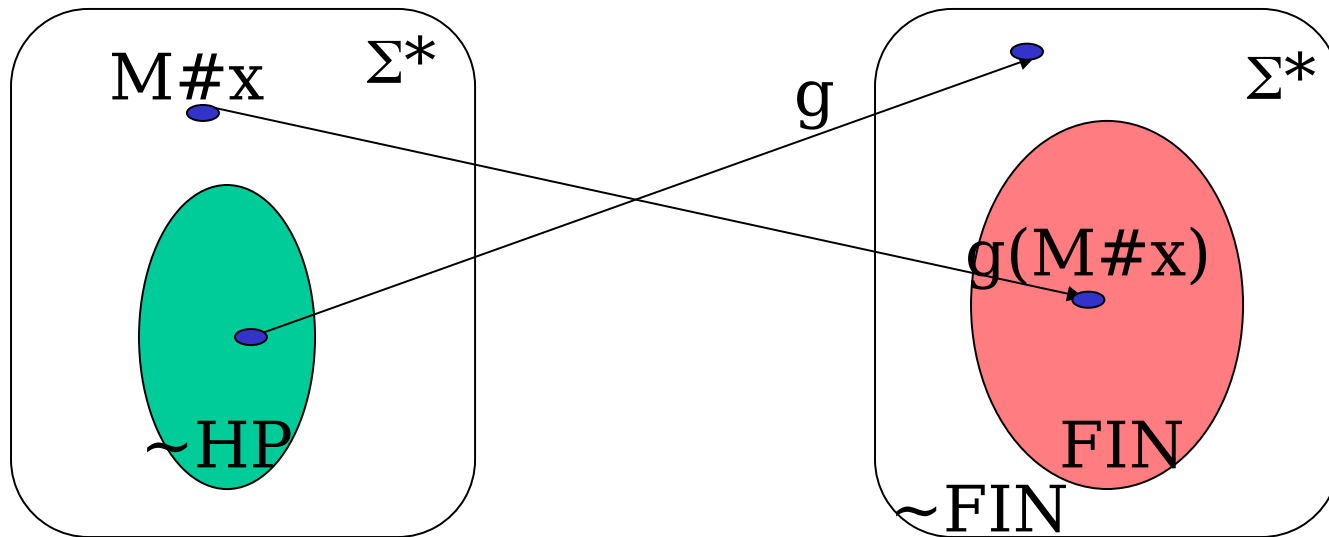
$M \text{ does not halt on } x \quad \Leftrightarrow \quad L(M') = \Phi \text{ (finite)}$

Notice that f is **computable**:

f **does not run** M ,

f just writes down a machine M' which calls M on

Part 2: Reducing $\sim\text{HP}$ to $\sim\text{FIN}$



$g(M\#x)$ is the description of a TM M'' which on input y :

- Saves y
- Writes x on the input tape
- Runs M on x for $|y|$ steps
- Accepts if M does **not** halt before $|y|$ steps

Reducing \sim HP to \sim FIN (end)

$g(M\#x)$ is the description of a TM M'' which on input y :

- Saves y
- Writes x on the input tape
- Runs M on x for $|y|$ steps
- Accepts if M does not halt before $|y|$ steps

M halts on x

$L(M'') = \{ y \mid |y| < \text{run-time of } M \text{ on input } x \} \text{ finite}$

M does not halt on x $L(M'') = \Sigma^*$

Again: g is a **computable** function
it just manipulates machine descriptions.

To remember

- The theoretical notion of TM has profoundly **influenced** computer engineering
- There are many **important undecidable** problems
- Reductions are a tool to **prove** problems being undecidable

(Note: we will see reductions again in complexity theory; we will use them to prove a problem is the hardest in a class of problems)